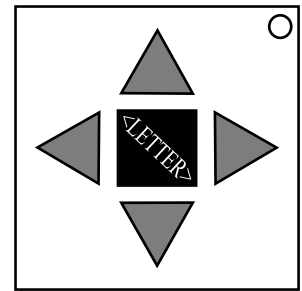# On the Subject of Yellow Arrows

Points!

On the module are 4 directional buttons, and a display screen in the middle.

If the buttons are not Yellow, you're looking at a different module.

On the display is a random English letter. That is your **Starting Row.** Then, take the last digit of the Serial Number plus one, and move down that many rows. Perform that instruction, and move down again by the same number (If Z is reached but you still have more down moves, loop back to A and continue). Keep doing that, and the module will be disarmed after 5 consecutive correct presses.

Pressing an incorrect button will register a Strike, and the module will reset itself with a new **Starting Row,** and you must start over.

Letter	Press.../If.../Otherwise...
A	Up/The Up button is present/Eat a Screwdriver
B	Down/Previous input is Left/Right
C	Left/The Serial Number ends with a 3/Up
D	Up/This is the Starting Row/Down
E	Right/Lit SIG present/Left
F	Down/No (PS/2) port present on the bomb/Any
G	Up/Down hasn't been pressed yet/Down
H	Any/Serial Port present/Right
I	Down/No Needy present/Any
J	Left/Previous input was Down/Up
K	Down/9 is an odd number/Go back to kindergarten
L	Up/No batteries on bomb/Down
M	Right/Number of battery holders is less than 3/Left
N	Any/This is the Starting Row/Right
O	Left/The Serial Number contains the letter O/Down

Letter	Press.../If.../Otherwise...
P	Down/Serial Number has 4 letters/Up
Q	Down/Previous input was Right/Left
R	Up/Unlit CLR present/Down
S	Left/You're not on the 42nd of June/Quit Game
T	Left/Number of batteries is even/Down
U	Any/No modules on bomb starts with a Y/Any
V	Up/Previous input was Up/Down
W'	Right/No port plates present/Any
X	Up/This is the Starting Row/Left
Y	Any/Up hasn't been pressed yet/Up
Z	Right/Right is Right OR is on the Right/Right